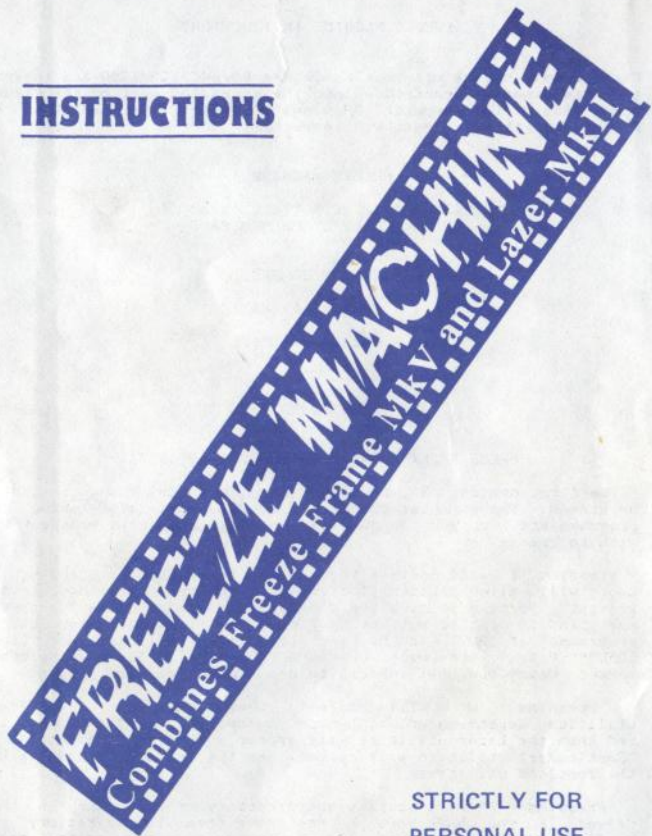


INSTRUCTIONS



STRICTLY FOR
PERSONAL USE

FREEZE MACHINE INSTRUCTIONS

First of all switch off your Commodore 64/64C/128/128D and insert the Freeze Machine cartridge into the expansion port on the right hand side of the computer. Now switch on the power and after a few seconds the main menu will appear:-

FREEZE MACHINE

BY A AGER (C)SOFTCELL 1987
PRODUCED BY EVESHAM MICROS

R - RETURN TO BASIC

I - INSTALL LAZER BOOT

U - LAZER UTILITIES

D - DIRECTORY

F - FAST FORMAT

PRESS RESET BUTTON FOR FASTLOAD UTILITIES

The first option, 'R', returns you to the usual Commodore start-up screen. The computer can now be used as normal (for typing in programs etc.) or you can now load in (as normal) the program you wish to Freeze.

Pressing 'I' will install the 'Lazer' boot onto the disk. This boot will allow 'Lazer' loading without the cartridge being present. To make loading the boot program easier and quicker you may find it best to put the boot onto the disk before any other programs. If BOOT is the first program on the directory type LOAD "*",8,1 otherwise type LOAD "BOOT",8,1. See the section marked 'Using the boot loader' to see how to load the programs.

Pressing 'U' will select the Lazer or Fastload utilities depending on which mode you are in. If the screen is red then the Lazer utilities will appear, otherwise the standard 'Fastloader' utilities will appear. See the section marked 'Using the fastload utilities'.

Pressing 'D' will display the directory of the disk in the drive. If you have more than one drive then the directory of device 8 will be displayed. Press any key to return to the main menu.

Pressing 'F' will format a disk in under 17 seconds! After pressing 'F' you will be prompted to enter a suitable name for the disk (up to 16 characters), and an ID (2 characters). You should now insert the disk to be formatted and press Return when ready. After formatting the directory will be displayed to show a successful format. Press any key to return to the main menu.

Pressing the Reset button on the cartridge will toggle between Lazer and Fast load modes. A red screen for Lazer, and a blue screen for standard fast load.

First of all you must load in the program you wish to freeze after returning to Basic using the 'R' option in the main menu. Once loaded at a convenient point, normally a menu screen, press the left hand button on the cartridge. The screen will clear and after a few seconds a short period of flashing white streaks followed by a Freeze Machine menu.

FREEZE MACHINE

B - BACKUP

S - SUBSEQUENT PARTS

N - TRANS. NOVA FILES

G - GAME KILLER

Pressing 'B' will prompt for a filename. Type in a suitable name (upto 14 characters) and press return. You will now be prompted for an output device as per section marked output device.

Pressing 'S' will make a disk backup of Novaload multistage programs. After saving return to Freeze menu to transfer extra parts to disk using the 'N' option as follows.

Pressing 'N' will transfer extra Novaload files from tape to disk. You will now be prompted for an output device as per section marked output device and then press return when the tape is wound to the correct position.

Pressing 'G' will enter the game killer menu as follows:-

A - SPRITE COLLISION OFF

B - BACKGROUND COLL. OFF

C - BOTH OFF

Select required option. Please note however this may not work in all cases and in some cases experimentation will be required.

Once selected, depending which mode you are in one of two menus will appear. In Lazer mode the following will appear:-

LAZER UTILITIES:

L - LOADER/DIRECTORY

F - FAST FORMAT

C - COPY

X - CONVERTER

E - ENHANCEMENT DISK

PRESS RESTORE FOR STARTUP MENU

Pressing 'L' will display the directory, and will set the computer up for Lazer loading. To load a specific file position the cursor on the far left of the filename and press either F1 or F3. The program will now load and run automatically. Apart from loading, the 'L' option also offers a suite of commands to aid disk

@S:filename	- Will scratch a file (not USR files).
@N:label,id	- Will format a disk.
@N:label	- Will new the disk.
@I	- Will initialise the drive.
@V	- Will validate a disk(not USR files).
@R:newname-oldname	- Will rename an existing file.
%filename	- Identical to LOAD filename,8,1
/filename	- Identical to LOAD filename,8
"filename	- Identical to LOAD filename,8 and typing RUN.
\$ or F7	- Display the directory.
F5	- Same as LOAD""",8,1

After a directory, position the cursor next to the file required and press:-

F1	- To load non Freeze Framed files.
F3	- To load a Freeze Frame file.

Pressing 'F' will format a disk in under 17 seconds! After pressing 'F' you will be prompted to enter a suitable name for the disk (up to 16 characters), and an ID (2 characters). You should now insert the disk to be formatted and press Return when ready.

Pressing 'C' will enter the file copier and will prompt you to enter the SOURCE disk. Once done press return and the directory of the disk will appear. If the disk is blank the main menu will now re-appear otherwise you will be prompted to select the files you wish to copy. Pressing 'Y' will copy the file, while pressing 'N' will skip to the next. Once done, copying will start and at various points through copying the prompt 'INSERT DESTINATION DISC' will appear, you should now remove the source disk, insert the formatted destination disk and press return. Once done the computer will either return to the main menu or prompt for the source disk. If copying is to continue then swap the disks and press return. Keep doing this until all the files have been copied.

Note: You can only copy USR files when in Lazer mode(red screen).

Pressing 'X' allows you to convert existing slow loading PRG files into Lazer loading USR files. When prompted to insert the source disk you should insert the disk with the PRG files you wish to convert. Press return and the directory will appear followed by a prompt to select files with Y or N. Now simply select the files by pressing 'Y' or press 'N' to skip to the next. Once done the computer will start to load until it has filled the memory. It will now prompt you to insert the destination disk. You should now remove the source disk, insert the destination disk and press return. After a short while either the main menu or a prompt to insert the source disk will appear. If the menu has appeared then the operation has successfully completed, otherwise you should swap the disks and press return to continue.

Please note: Only single part programs can be converted using this method.

Pressing 'E' will return you to the standard start up screen but will leave Freeze Machine switched in. This is to allow for future expansion and the loading of the utility disk (not supplied).

When in Fastload (blue screen) mode instructions are as above except there is no convert and the file copier cannot handle USR files.

Using the boot loader.

The only way to load Lazer files without the cartridge being present is by means of the BOOT program. This boot program can be put onto the disk by using the 'I' option on the main menu (see above). To load this file just simply type 'LOAD"BOOT",8,1' or if the boot file is the first on the disk just type 'LOAD""",8,1'. When loaded the directory will be displayed and to load the program take the cursor up the the required file and press Return. The file will now load and run automatically.

Output device

L - LAZER (DISK)

F - FAST (DISK)

N - NORMAL (DISK)

T - TAPE

It is now advisable to switch the disk drive off and then on again to reset the disk operating system.

Pressing 'L' will save (at Lazer speed) a single part Lazer file onto a formatted disk.

Pressing 'F' will save (at Fastload speed) a single part file onto a formatted disk for use with the Fastload option.

Pressing 'N' will save (at standard speed) depending on the length of the program, either a single or two part version of the program. This format would normally be used with Dolphin DOS etc. which cannot handle files larger than 202 blocks.

Pressing 'T' will save a Turbo loading version onto tape which will reload in under 4 minutes.

After the output is completed press 'Y' when prompted to return to the Freeze menu., or press the Reset button to return to the main start-up menu.

HINTS, TIPS & TROUBLE SHOOTING

On initialization press RUN-STOP to 'unconfigure the memory' This can be useful as some games check for configured memory.

Don't try to scratch USR files as this is impossible. The only way to delete them is to format or just simply new using the @N command when using the Loader.